



10 & Under Live Pitch Baseball Rules

No standings will be kept and no trophies will be awarded

- Players must meet the 2007-08 10U Age Division Guidelines.
- 15 player roster maximum.
- Rosters must be turned in to Municipal Athletics by the first game.
- No metal spikes (only plastic or rubber spikes may be worn).
- Helmets with ear flaps are mandatory for all batters, on-deck batters, baserunners and players in the coach's box.
- Home team will be listed second on the schedule.
- Catcher's equipment: mask with throat protector and helmet, body protector and shin guards.
- Each team will supply a new ball for the game.
- Coaches must be certified.
- Unsportsmanlike conduct by players, coaches or parents will not be tolerated.

High School Rules will apply with the following exceptions:

1. Time limit: 1 hour & 30 minutes. No new inning may start after 1 ½ hours.
2. Games are 6 innings. Legal game will be 4 innings.
3. 10 run rule after 4 innings (losing team must bat 4 times)
4. Pitching distance - 46 feet. Base distance - 60 feet.
5. Pitcher can only pitch 3 innings per game; innings need not be consecutive (one pitch constitutes an inning).
6. There is no stealing.
7. There is no leading off until ball has crossed the plate or batter makes contact with the ball.
8. Base runners may advance
 - on a walk, a hit fair ball, a tag-up play or a hit batter
 - if base runner is played on by the catcher or any other player in the field
9. An inning will consist of 3 outs or 10 batters, whichever comes first. The coach must tell the opposing team when the 10th batter is up bat.
10. The 10th batter cannot walk or be hit by a pitch. He/she must strike out or hit the ball.
11. Defending the 10th batter: Throwing the ball to the catcher at home plate ends the inning.
12. Free substitution on defense. Please refer to SPPR policy related to minimum playing requirements.
13. Batter is automatically out on a dropped third strike.
14. Mandatory courtesy runner for catcher after one out.
15. Host site is responsible for field preparation, and umpire assignment.
16. Curve balls are not allowed.
17. Base runners cannot advance on pitched balls that go behind the catcher.